

Claims

- [c1] 1. An improved friction pan call holder comprising:
a plurality of gripping structures which are configured to have portions thereof which are inwardly movable toward sides of a game call of the type having a top playing surface;
a support structure for elevating a game call above a surface;
an adjustment mechanism coupled to said plurality of gripping structures and said support structure;
said adjustment mechanism being configured to manipulate said plurality of gripping structures, so that the game call disposed between said plurality of gripping structures is squeezed by said plurality of gripping structures so as to retain the game call in a fixed relationship with respect to said support structure without said plurality of gripping structures spanning a substantial portion of the top playing surface.
- [c2] 2. An apparatus of claim 1 wherein said plurality of gripping structures are each pivotally coupled to a support.
- [c3] 3. An apparatus of claim 2 wherein said adjustment mechanism causes said plurality of gripping members to

pivot.

- [c4] 4. An apparatus of claim 3 wherein said adjustment mechanism comprises a threaded member which, when advanced, causes said plurality of gripping structures to pivot.
- [c5] 5. An apparatus of claim 4 wherein each of said plurality of gripping structures has a rim-mating void therein, for mating with a rim of the game call.
- [c6] 6. An apparatus of claim 5 wherein a portion of said gripping structures extends over a portion of a rim around a top surface of said game call.
- [c7] 7. A method of retaining a game call comprising the steps of:
 - providing a game call having a top playing surface, and a rim around a periphery of said game call;
 - inserting said game call between a plurality of rim gripping members;
 - manipulating said plurality of rim gripping members so as to cause each of said plurality of rim gripping members to exert a force directed inwardly of said rim and toward a common central point, so as to grasp said game call at said rim and to retain said game call between said plurality of rim gripping members.

[c8] 8.A game call holder comprising:
a base;
a plurality of "L"-shaped rigid members, pivotally coupled to said base;
a threaded actuator disposed centrally with respect to said plurality of "L"-shaped rigid members and extending through said base;
a threaded handle disposed below said base and coupled to said threaded actuator, said threaded handle configured to rotate independently with respect to said base;
said threaded actuator being configured to translate when said rotating threaded handle is turned; and,
said base configured to receive a flexible strap for securing said base to an object.

[c9] 9.An apparatus of claim 8 further comprising a strap and buckle configurable to retain said base around a human thigh.

[c10] 10.A turkey calling system comprising:
a turkey friction pan call comprising:
a substantially circular top playing surface,
a pan disposed beneath said top playing surface,
said pan having a top rim peripheral to said top playing surface; and,
said pan having a sound port therein;

a plurality of rigid "L"-shaped jaws each having a contour on an upper end which contour is configured to minimize contact between said jaw and said top playing surface, when said jaw engages said top rim;

a plurality of supports disposed about said plurality of rigid "L"-shaped jaws, configured to provide support for said plurality of rigid "L"-shaped jaws;

a base coupled to said plurality of supports;

said plurality of rigid "L"-shaped jaws being pivotally mounted with respect to said base;

a threaded actuator disposed between said plurality of rigid "L"-shaped jaws, said threaded actuator configured to pivot said plurality of rigid "L"-shaped jaws when said threaded actuator translates vertically;

a threaded handle coupled to said threaded actuator and said threaded handle being configured to translate said threaded actuator vertically when said threaded handle is rotated; and,

a strap coupled to said base, said strap being sized and configured to couple said base to an object having a size of a human thigh.

[c11] 11. An apparatus for holding a game call comprising:
means for applying a plurality of forces directed inwardly with respect to a plurality of points around a peripheral top rim of a game call having a top playing surface;

means for simultaneously adjusting said plurality of forces; and,
means for elevating the game call above a surface.

[c12] 12.An apparatus of claim 11 wherein said means for applying contacts the game call only about said peripheral top rim.

[c13] 13.An apparatus of claim 12 wherein said means for applying comprises a plurality of members, each having a contoured region for mating with the peripheral top rim.

[c14] 14.An apparatus of claim 11 wherein said means for simultaneously adjusting comprises a rotating threaded member.

[c15] 15.An apparatus of claim 11 wherein said means for elevating is configured to retain a strap, which said strap is configured to extend around a human thigh-sized object.

[c16] 16.An apparatus of claim 13 wherein said plurality of members each are contoured such so as to not contact the top playing surface of the game call when the game call is retained between said plurality of members.

[c17] 17.A system for calling wild turkeys comprising:
a pan call having a substantially circularly shaped top

playing surface;
said pan call being configured to generate sounds when
a striker moves across said top playing surface;
said pan call further having a sound port configured to
permit sound to exit said pan call;
a plurality of movable jaws, disposed around a peripheral
top rim of said pan call;
said plurality of movable jaws each being configured to
contact said peripheral top rim while minimizing contact
with said top playing surface;
means for simultaneously adjusting a separation dis-
tance between end points of said plurality of movable
jaws;
means for securing said pan call at a location above an
object.

[c18] 18.A system comprising:
a game call comprising a circular top playing surface and
a pan having a top rim around a peripheral edge of said
circular top playing surface;
said pan positioned beneath said circular top playing
surface, said pan having a sound port therein;
means for squeezing said top rim from a plurality of
points around said top rim so as to grasp said game call;
and,
means below said pan for adjusting magnitudes of

forces being applied by said means for squeezing.

- [c19] 19.A method of retaining a turkey friction pan call comprising the steps of:
providing a turkey friction pan call;
disposing said turkey friction pan call between a plurality of movable jaws; and,
adjusting a separation distance between said jaws so as to grasp said turkey friction pan call around a peripheral rim.
- [c20] 20.A method of claim 19 further comprising the steps of:
securing said turkey friction pan call to an object with an elongated flexible strap.
- [c21] 21.An apparatus for holding a game call having a top playing surface and a peripheral top rim, the apparatus for holding comprising:
a plurality of pivoting structures configured to grasp therebetween the peripheral top rim;
an adjusting mechanism for varying a separation distance between ends of said plurality of structures; and,
a strap coupled to said adjusting mechanism, said strap sized and configured to extend around a human thigh.